

## EDUCATION

### Carnegie Mellon University

Bachelors of Computer Science and Art  
Expected December 2015 graduation

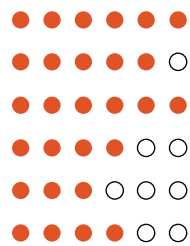
## RELEVANT COURSEWORK

Design of Educational Games [S15]  
Game Design: Subversive Play [F14]  
Art and the Brain [F14]  
Game Programming [F14]  
Game Design (ETC) [S14]  
Visualizing Complex Information [F13]  
Alternative Interfaces: Game Design [F13]  
Interactive Art and Computational Design [S13]  
Designing Human Centered Software [S13]

## PROFESSIONAL SKILLS

### Major Projects:

1      5      10+



### Software

Unity

Blender

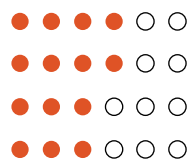
Photoshop

Illustrator

After Effects

InDesign

### Programming



C#

Processing

Objective-C

JavaScript

## RECOGNITIONS

Fall 2014

### Frank Ratchye Grant for Art @ the Frontier

For the development of  
interactive environments

## EMPLOYMENT

### Schell Games: Game Design

Summer 2015

- Worked on HTC Vive virtual reality demo: Water Bears VR
- Designed demo level, developed interactions, polished experience for conference circuit

### Microsoft: UX Design

Summer 2014

- Developed an envisioning project for OneNote
- Designed hi-fi mockups for the proposed feature set

### Carnegie Learning: Tablet Interaction

Summer 2013

- Designed methods to present existing software on a tablet interface
- Employed Objective-C and Omnigraffle to prototype new designs
- Contributed to the User Interface Team

### Uncorked Studios: Mobile Development

Summer 2012

- Programmed dynamic front-end interactions for projects including Trapit and the Lego Super Heroes Movie Maker

## CURRENT PROJECTS

### Distorted

- Co-op horror game (more details available upon request)
- Collaboration with Connor Fallon and Alex Moser
- Contributions: game design, level design, environment art

### A Light Touch

- Haptics experience for virtual reality
- Custom gloves let players feel ghostly apparitions
- Collaboration with Dillon Lareau
- Contributions: game design, 3D modeling, Unity expertise

### Twisted Logic

- Supervillain-themed improv party card game that teaches players to identify logical fallacies
- Developed for the class Design of Educational Games
- Contributions: game design, card art, narrative

## CAMPUS ACTIVITY

### Keeping Geeks Busy

President 2014-2015

- Organized and ran social events like Capture the Flag with Stuff and Playground Games Night
- Designed and painted sections of Booth for CMU's Carnival